Tricktris – Place the goal pedestrian and player start point, then proceed to the Edit Goal Menu. Tricktris is like Skate-Trick only the tricks appear in preset blocks.

Gap – Place the goal pedestrian and player start point, then select a gap or gaps that this goal will involve. Gap goals are some of the most useful and modifiable goals in *Tony Hawk's Underground 2*.

A gap goal challenges the player to get a gap (or gaps) and can also ask them to do a specific trick across that gap. Gap goals can be completed when skating, walking or driving a vehicle—so gap goals can be used to set up everything from complex trick spots (e.g., "Do a 900˚ across this channel") to crazy car jumps.

THE EDIT GOAL MENU

After placing any objects for your goal, you will be taken to the Edit Goal Menu. You can also edit a goal by pausing the game, selecting **Create-A-Goal** and then highlighting the goal you want to change and pressing **Enter**. All the editable options for a given goal will appear on this menu. Some of the options:

Edit Positions – This option allows you to reposition the objects you placed when you originally created this goal. You will need to replace them all.

Set Time Limit – Set the number of seconds a player has to complete this goal. The default is 120 (2 minutes).

Set Score – For score-based goals, set the number of points required.

Name Goal – Type in the name of the goal as you'd like it to appear in the View Goals Menu.

Name Ped – Give the pedestrian who will give out the goal a unique name.

Set Goal Text – Type the description of the goal that the pedestrian will "say" to the player when he or she talks to the goal pedestrian.

Edit Win Message – You can type a message that your pedestrian will "say" when a player beats your goal.

Delete Goal – Wipe out this goal.

Test Goal (regular levels only) – Select this option to get dropped into the game and automatically start the current goal.

> *Note:* This option will not appear when making goals in Create-A-Park. To test goals in Create-A-Park Mode, return to the Create-A-Park Pause Menu and select Test Play.

Control – Determine how the player will start out when they try this goal. You can always choose between skating, walking and walking only (the player will not be able to switch back to skating for the duration of the goal). In addition, SKATE, High Score and Gap goals also allow you to start the goal in a vehicle specific to the level it's in. Create you own races or destruction derbies if you like!

Pick Gaps (Gap Goals only) – Select the gaps that the player will need to skate in this goal—and don't forget to tell them which ones you chose in your goal text!

> *Note:* You can only choose gaps that you've created yourself or that you've already found in the levels.

Required Trick (Gaps only) – Type in the name of the trick the player must do over this gap (or gaps). Make sure to spell the trick exactly as it appears in the trick string at the bottom of the screen when the trick is done in the game, or your gap goal may not work.

Edit Skate-Tricks/Tricktris – A whole variety.